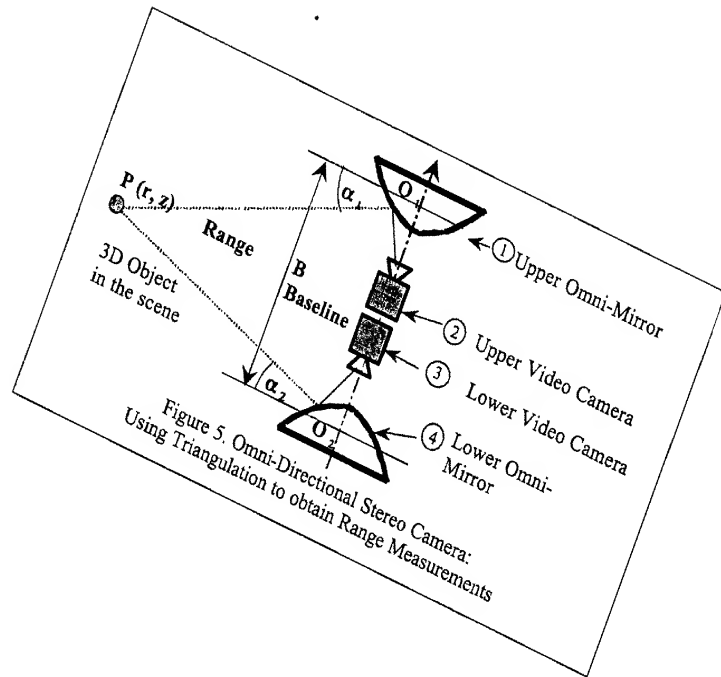
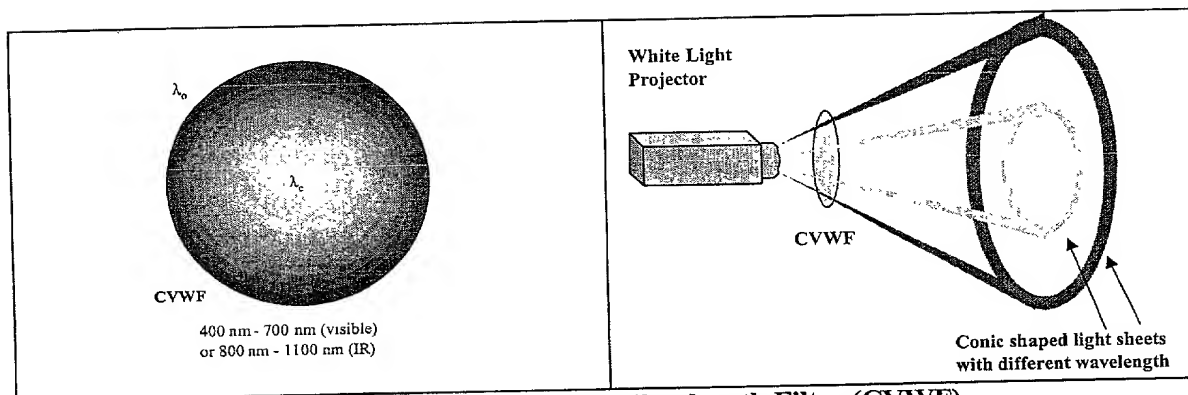
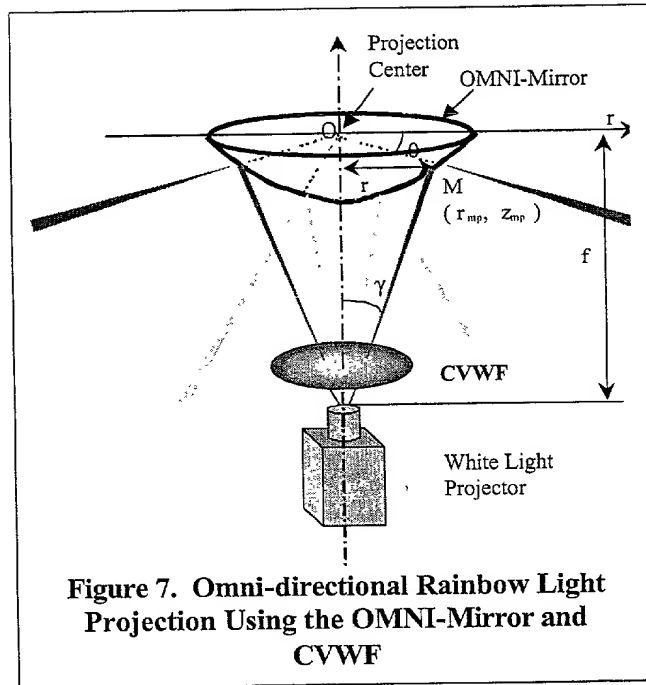


Figure 4. Acquire Omni-Directional Image from the OMNI-Mirror: A video camera placed at location C can "see" objects in an entire hemisphere FOV, from a single virtual viewpoint at mirror's focal center O.





**Figure 6. Circular Variable Wavelength Filter (CVWF)**



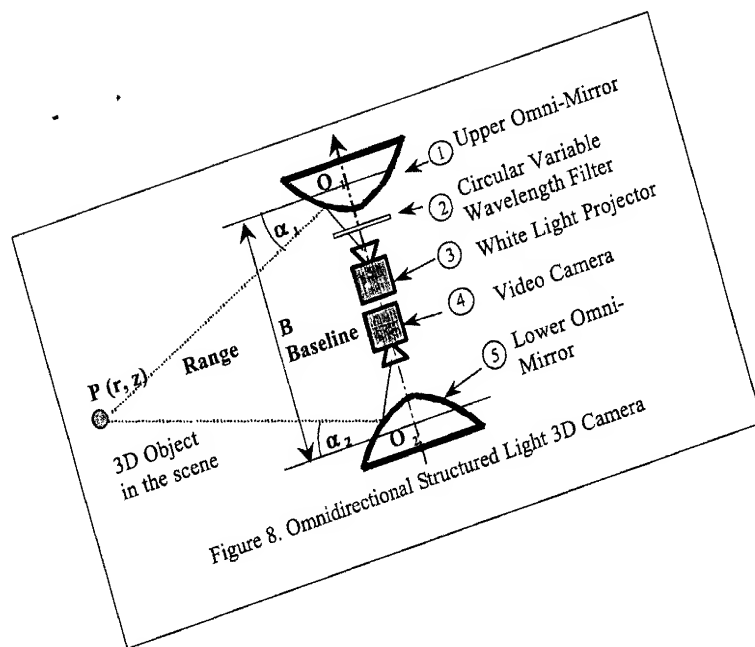


Figure 8. Omnidirectional Structured Light 3D Camera